

Guildpact Addendum

Ravnica Themed Character Options & Items

By Ben Johnson



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Rogue

Rakdos Knife Juggler

A classic joke is still a good one. Since its inception, the guild of Rakdos has been home to the noble profession of the knife juggler. It so simply and perfectly encapsulates what the Rakdos are all about. By combining a thrilling show with a deadly art the knife juggler always has the last laugh in combat.

The Knife Juggler Roguish Archetype combines Rakdos showmanship with a rogue's deadly accuracy. Cultists are not one to shy away from typical roguish activities, even though that is not where their passions lie. Crime is fun and all, but committing mundane crimes is just a way for the juggler to afford enough daggers to include in their act. Not to mention, it is hard to find honest work out there for a demon worshipping clown, hellbent on causing as much chaos and joy as they physically can.

Knife Juggler Features

Rogue

Level	Features
3rd	Perfect Throw, Juggler's Act
9th	Enchanted Knives
13th	Limb Shanker
17th	Throw Them All!



Perfect Throw

Starting at 3rd level when you take this Roguish Archetype, you gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your thrown dagger attack rolls.
- Your dagger attacks ignore half cover and three-quarters cover.
- An enemy being with 5 feet of you does not impose disadvantage on your thrown dagger attack rolls.

Juggler's Act

Starting at 3rd level, as an action, choose any number daggers in your inventory and begin juggling them, minimum of three daggers. For each dagger you juggle, you choose a creature within 60 feet of you that you can see and can see you. Each creature makes a Wisdom (Insight) check contested by your Dexterity (Sleight of Hand) check or Charisma (Performance) check (your choice). Until the end of your next turn, you and your allies gain advantage on attack rolls against enemies that lost the contest with you as they are enthralled or terrified of your expert juggling routine. Once you use this trait on a creature, you cannot use it on that creature again for 24 hours.

If you roll a 1 on your Sleight of Hand or Performance check, you drop the daggers to the ground around you, taking 1d4 piercing damage for each dropped dagger. If the number of daggers you are juggling exceeds five then it becomes significantly harder to juggle. In such a case, when the number you roll on your check is less than the number of daggers you are juggling, you drop them all and take 1d4 piercing damage for each dropped dagger.



Enchanted Knives

At 9th level, you learn a magical rune invented by Rakdos himself that allows you to create a pocket dimension to store a near infinite number of knives. You may spend 1 minute of a short rest and 5gp in materials to mark a dagger you own, shunting it to your pocket dimension. This pocket dimension maintains your attunement on any dagger marked this way. Marked daggers count as magical for the purposes of overcoming damage resistances and immunities. As part of a dagger attack you can summon a marked dagger from your pocket dimension if you have a free hand to hold or throw it with. As a bonus action you can recall each marked dagger within 120 feet of you to your pocket dimension.

You can summon as many marked daggers as you want when using your Juggler's Act feature if there are at least that many daggers in your pocket dimension.

Limb Shanker

At 13th level, once per round when you attack a creature with a dagger, you can take a -5 to the attack roll. If you hit with this attack the target's speed becomes 0 and can't use reactions until end of your next turn.

Throw Them All!

At 17th level, you can use your action to make a thrown dagger attack against any number of creatures within 10 feet of a point you can see within 50 feet. You must have a dagger to throw at each and you make a separate attack roll for each target. Additionally, you may distribute the damage dice of your sneak attack among each hit target. (Example: If you hit nine creatures and your Sneak Attack damage is 9d6 you can deal 1d6 extra damage to each.)

Once you use this feature you cannot do so again until you finish a long rest.

You can summon as many marked daggers as you need when using this feature.

Sorcerer

Selesnya Sylvan Heart

The Will of Mat’Selesnya is world encompassing. The ancient dryad parun has become the web that holds all life together, also known as the World Soul. Each member of the Selesnya Conclave is well connected to the World Soul through years of meditation and practice but none more than the dryads. Sylvan Sorcerers are plugged directly into the same connection dryads use. Whether they are born to a fey blessed bloodline or had a dramatic connection occur when tapping into the World Soul these sorcerers have pure natural magic coursing through their veins.

Sylvan Heart Features

Sorcerer	
Level	Features
1st	Nature Magic, Fey Tongue
6th	Tree Shape
14th	Advanced Fey Tongue
18th	Nature’s Purity

Nature Magic

When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you. Additionally, you learn the Entangle spell.

Fey Tongue

At 1st level you gain the following benefits:

- You learn to speak, read, and write Sylvan.
- Beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past.
- Plants can understand your speech, and you gain the ability to commune with them. While plants usually can’t communicate, you can touch that plant for 1 minute and learn what has happened to it or occurred near it in the recent past.
- Whenever you make a Charisma check when interacting with beasts, plants or fey, your proficiency bonus is doubled if it applies to the check.



Tree Shape

At 6th level, you can spend 3 sorcery points as a bonus action to transform your body into a magnificent tree like form. Your hair becomes leafy branches and your skin as hard as bark. You gain the following benefits while in tree shape:

- Your AC cannot be lower than 16.
- You make Constitution saves with advantage.
- You make Charisma-based attacks with advantage.
- At the start of your turn you gain temporary hit points equal to your Charisma Modifier.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

Advanced Fey Tongue

At 14th level, when you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

Nature's Purity

At 18th level, you gain the following benefits:

- You are immune to being charmed, poisoned, and frightened.
- You are immune to poison damage and you cannot be diseased.
- You cannot be put to sleep by magical means.
- You have advantage on saves against spells and other magical effects and gain resistance to damage dealt by spells and other magical effects.

Wizard

Azorius Hieromancy

Law Mages of the Azorius Senate use magic as a means to create and uphold the laws of Ravnica. Hieromancy, or law magic, is similar to clerical magic in that it stems from the user's beliefs. The more a wizard believes that the laws they write and enforce are just, the more powerful their magic becomes. This isn't as easy as saying a prayer to a god on other worlds however, Hieromancers must pour over spellbooks and tomes of law; from knowledge comes their power. The Senate spellcasters weave these two disciplines in an unbreakable display of controlling arcana.

Hieromancy Features

Wizard Level	Features
2nd	Hieromancer Spells, Right Side of the Rules
6th	Mystic Masonry
10th	Oppressive Arcana
14th	Rule of Law

Hieromancer Spells

At 2nd level, you learn the cantrip Guidance. You add additional spells to your spellbook as you gain levels in this class listed in the Hieromancy Spells table. If they aren't already, these spells are considered Wizard spells for you and other wizards cannot copy them into their spellbooks unless they are hieromancers as well.

Hieromancy Spells

Wizard Level	Spells
2nd	<i>Protection from Evil and Good, Sanctuary</i>
6th	<i>Calm Emotions, Zone of Truth</i>
10th	<i>Banishment, Dispel Evil and Good</i>
14th	<i>Blade Barrier, Forbiddance</i>

Right Side of the Rules

At 2nd level, when you cast a spell of 1st level or higher that only targets yourself but does not have a range of self, you may touch a friendly creature within your reach. If the target is willing, that creature also gains the benefits of that spell for its duration, that spell cannot affect it negatively, DM's discretion. To be eligible for this feature, a spell must be incapable of targeting more than one creature at the spell's current level.

Mystic Masonry

At 6th level, when you cast a spell that creates a wall you may double its range and any number of its dimensions. Once you use this feature you can't do so again until you finish a long rest.

Oppressive Arcana

At 10th level, when you cast a spell that requires its target(s) to make a saving throw, you may spend an additional spell slot to impose disadvantage on one of those saving throws. You can use this feature a number of times equal to your Intelligence modifier. You regain all uses of this feature when you finish a long rest.

Rule of Law

At 14th level, when a creature within 60 feet of you hits you with an attack or targets you with a spell, you can use your reaction to detain that creature. After the attack hits or misses or spell takes effect, that creature must make a Wisdom saving throw against your spell save DC. If it fails, it is stunned for 1 minute or until you break concentration. At the end of each of your turns, it makes another saving throw, ending the stun on a success. Once you use this feature you cannot do so again until you finish a short or long rest.



Ravnican Feats

If your DM allows for the use of feats to customize characters, add the following list of feats to the options available. A DM may decide that some feats are unavailable in a campaign.

This section includes feats that allow for greater exploration of how life on Ravnica can change the way a race functions in game. A racial feat represents skills or inherent abilities granted without the guilds' influence.

Hieromancy Features

Race	Feat
Centaur	Clan Tactics
Centaur	Nature's Cavalry
Elf	City Elf Knowledge
Goblin	Goblin Gang Training
Goblin*	Not so Small Arms
Loxodon	Sheltering Grace
Loxodon	Wrath of a Serene Heart
Minotaur	Ancestral Boon
Minotaur	Smelt-Ward Upbringing
None	Equenaut Calling
None	Martial Magics
None	Undercity Expert
Simic Hybrid	Adaptive Evolution
Simic Hybrid	Simic Ascendancy
Vedalken	Precise Cunning
Vedalken	Vedalken Studies

The feats are presented below in alphabetical order.

*Goblins are the only small race of Ravnica but a planeswalker from another plane who is of a small race can take this feat.

Adaptive Evolution

Prerequisite: Simic Hybrid

You have volunteered for a radical new experiment. It was success and your mutations have gained the power to adapt and change on the fly. You can cast the Alter Self spell without using a spell slot. You gain the ability to do so again once you finish a short or long rest. Constitution is your spellcasting ability for this spell.

Ancestral Boon

Prerequisite: Minotaur

Minotaurs can trace their bloodlines back to a small pantheon of heroes. Choose one of the following minotaur lineages and gain the traits associated with it.

Ordruun's Warcraft: Choose two martial weapons, you are proficient with those weapons if you weren't already. Additionally, when you deal damage with a weapon of either of the chosen types, you may deal an additional 1d6 of the weapon's damage type. Once you do so you cannot do so again until you finish a long rest.

Kharran Perseverance: When you take damage, you can use your reaction to gain resistance to all types of that damage until the start of your next turn. Once you do so you cannot do so again until you finish a long rest.

Drendaa Wandering: Increase your walking speed by 10 feet.

Tazgral Violence: When you make your first attack on your turn, you can give yourself advantage on all attack rolls that turn, but attack rolls against you are rolled with advantage until the beginning of your next turn. You can use this feature once between long rests.





City Elf Knowledge

Prerequisite: Elf or Half-Elf

You grew up in the streets of Ravnica hearing tales from older elves. You have gathered a special knowledge set concerning Ravnica's natural and architectural history. You gain the following benefits:

- Increase your Dexterity, Intelligence, Wisdom, or Charisma score by 1, up to a maximum of 20.
- You gain proficiency in the History and Nature skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Clan Tactics

Prerequisite: Centaur

Your community is your everything, be it your guild, your family, or your neighbors, you have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Equenaut's Calling

You have trained with the gateless Freewind Equenauts and/or the equenauts of the Selesnya guild. Your mastery of flying mounts grants you the following benefits:

- You gain advantage on saving throws against falling off your mount.
- You gain resistance to falling damage
- Your mount has immunity to the prone condition while flying and advantage on all saving throws.

Goblin Gang Training

Prerequisite: Goblin

You have been hardened by the mean streets of Ravnica and an even meaner goblin boss. You gain the following benefits:

- Increase your Dexterity or Constitution score by 1, to a maximum of 20.
- You have advantage on all athletics or acrobatics checks made to escape a grapple or free yourself from restraints.
- Once per long rest, you can expend a use of your Fury of the Small feature as a reaction when a creature larger than you hits you with an attack. When you do, decrease that damage by your level.

Martial Magics

A guild war is brewing, and every guild is gathering spellcasters and warriors alike, you have trained in both to be more attractive to your current or a potential guild.

Choose a class: Paladin, Ranger, or Wizard. Choose one 1st level spell from that class's spell list. You learn that spell and, using this feat, can cast it at its lowest level. Once you cast it in this way, you must finish a long rest before you can cast it again in this way.

Your spellcasting ability for this spell depends on the class you chose: Charisma for Paladin, Wisdom for Ranger, or Intelligence for Wizard.

In addition, choose one of the options in the Fighting Style feature from the Fighter class. You can't take a Fighting Style option more than once, even if you later get to choose again.

Nature's Cavalry

Prerequisite: Centaur

You have mastered using your equine form to its peak performance in battle; while charging you can trample anyone in your path. You gain the following benefits:

- Increase your Strength or Wisdom score by 1, up to a maximum of 20.
- When you hit a large or smaller creature with your hooves attack, that creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked prone.
- When you make a melee attack against a large or smaller creature, you don't provoke opportunity attacks from that creature for the rest of the turn, and you may pass through that creature's space this turn.

Not So Small Arms

Prerequisite: Goblin or another small race

Because you've trained with the tenacious goblins of Ravnica, your size no longer comes as a hinderance allowing you to wield more types of weapons efficiently. Attack rolls you make with Heavy weapons no longer have disadvantage.

Precise Cunning

Prerequisite: Vedalken

You have honed your mind and mastered your craft. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, up to a maximum of 20.
- Whenever you would roll a d4 as part of an ability check, you may roll a d6 instead.

Sheltering Grace

Prerequisite: Loxodon

You are beacon of hope and help to your allies in battle. You gain the following benefits:

- Increase your Constitution or Wisdom by 1, up to a maximum of 20.
- You can use your bonus action to mark an ally within 30 feet of you for 10 minutes. Your marked ally has a +2 bonus to any saving throws they make against being charmed or frightened while within 30 feet of you.
- If a creature makes an attack against your marked ally and you are within 5 feet of that ally, you may use your reaction to swap places with the marked ally and become the target of that attack.

Simic Ascendancy

Prerequisite: Simic Hybrid

You have proven mastery over your mutations, granting you access to more of them. You gain the following benefits:

- Increase one ability score of your choice by 1, up to a maximum of 20.
- You have advantage on saving throws against being blinded, deafened, or poisoned.
- You gain an additional 1st level option from the Animal enhancement Feature from the Simic Hybrid race.

Smelt-Ward Upbringing

Prerequisite: Minotaur

You or your family grew up in the blazing heat of the Smelt-Ward, one of Ravnica's premier blacksmithing area. Crafting and wielding weapons is like second nature to you. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient in Smith's Tools and improvised weapons.
- You gain resistance to fire damage.

Undercity Expert

You have spent countless hours underground and have adjusted to life down there. You gain the following benefits:

- You have advantage on Dexterity (Stealth) checks will in dim light or darkness.
- You have advantage on saving throws against being frightened or poisoned.
- Squeezing does not reduce your movement or impose disadvantage on attack rolls you make.

Vedalken Studies

Prerequisite: Vedalken

Your mind is your most powerful tool and you fill it with every scrap of knowledge you can find. You become proficient two weapons of your choice, two skills of your choice, and two tools of your choice. You also learn two languages of your choice.

Wrath of a Serene Heart

Prerequisite: Loxodon

Loxodon are slow to anger but when someone hurts your loved ones, your wrath is a sight to behold. When a creature deals damage to an ally within 30 feet of you, you gain advantage on the next attack you make against that creature on your next turn.



Ravnican Magical Items

Arrow of Justice

Weapon (arrow), rare

A gleaming Boros arrow of white wood. When you make a ranged attack using this arrow, it deals an extra 1d6 radiant damage to the target. If the target dealt damage to an ally other than you during its last turn, it takes an additional 1d6 radiant damage.

Civic Saber

Weapon (any sword), uncommon

When you cast a spell using a guild signet, this magical weapon deals an extra +2 damage for 1 minute.

Cloudstone Curio

Wonderous Item, rare (requires attunement)

This 6-inch statuette of an unrecognizable humanoid creature is lighter than air. It is made of a lost mineral called Cloudstone. While you are attuned to this item and it is in your hand, it bestows a flying speed of 50 feet. This curio is always under the effects of the feather fall spell.

Curse: This slightly sentient statuette abhors curiosity. Whenever a creature attuned to this item makes an arcana or investigation check it must make a DC 15 wisdom saving throw. It makes this save with disadvantage if the subject of the check is the curio itself. If the creature fails, it is teleported up to 200 feet to a location of the DM's choice and the attunement ends. The curio does not teleport with it. If the location is in the air, the teleported creature falls as though it were under the effects of the feather fall spell.

Critic Skewer

Weapon (spear), rare (requires attunement)

This Rakdos spear boasts a candelabra around the blade. You can use a bonus action to speak this magic spear's command word to light the candles on the end of this spear for 1 minute or until the spear is further than 60 feet away from you. These candles shed bright light in a 10-foot radius and dim light for an additional 10-feet. While the candles are lit, this weapon deals an additional 1d6 fire damage to any target it hits.

While the candles are lit, throwing this spear at long range does not impose disadvantage on your attacks.

While the candles are lit and the spear is within 60 feet of you, you can speak a second command word as an action. When you do, fire erupts in a 10-foot radius sphere centered on the spear. Each creature within the sphere makes a DC 13 Dexterity saving throw. A target takes 3d6 fire damage on a failed save, or half as much damage on a successful one. Once you speak the second command word and explode the candles, you cannot do so again until the next dawn.

Crown of Convergence

Wonderous Item, Very Rare (requires attunement)

While you are wearing this golden crown shaped in Selesnya iconography, you can use your action to cause the crown to emit brilliant golden light. It sheds bright light in a radius of 30ft and an additional dim light for another 30 feet. Allies other than you in the bright light of the crown have +1 bonus to attack and damage rolls and +1 bonus to AC. You may extinguish this light as a bonus action.

Dagger of the Cult of Yore

Weapon (dagger), very rare (requires attunement)

This wicked looking Kris is made by the Cult of Yore, an anti-guild group that worships the Forgotten Gods. During your turn, you can speak this dagger's command word as an action. When you do, you and each creature within 5-feet of you takes 1d4 necrotic damage unless they succeed on a DC 13 Constitution saving throw. A creature can choose to fail this saving throw. For each creature that took necrotic damage this way you gain a +1 bonus to damage rolls made with this dagger until the end of your turn.

Deathsprout

Wonderous item, uncommon

If you plant this Golgari seed into a dead humanoid or beast and let it grow for 30 days, the body sprouts an awakened shrub at the end of that time.

The awakened shrub is friendly towards you and has the same proficiency bonus and number of hit dice as the dead creature it grew in. It also adds its proficiency bonus to damage rolls it makes with its Rake action. Absent commands from you, it does nothing.

Fearless Halberd

Weapon (halberd), common

As long as both of your hands are on this weapon you are immune to being frightened.

Gift of Orzhova

Wonderous item, rare (Requires attunement)

This gilded mantle is decorated with shards of colorful glass. As an action you can speak the command word to make elegant wings of stained glass extend from your back. For the next 10 minutes you have a flying speed of 30 feet, and you regain 1d6 hit points at the start of your turns if you have less than half of your maximum hit points but not 0 hit points.

Goblin Listening Stick

Weapon (quarterstaff), common

Creatures you hit with this weapon have advantage on Wisdom (Perception) checks made to hear you.

Grifter's Blade

Weapon (dagger), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon. Hidden on a spring-loaded hip holster this Dimir dagger can be retrieved and used with extreme speed. When a creature within 5feet of you makes a melee weapon attack against you, you can use your reaction to make a melee attack with this dagger on that creature. You may re-attach and wind up the mechanism that deploys the dagger during a short rest.

Hyperpneumatic Piston Fist

Wonderous item, very rare (requires attunement)

This hefty Izzet gauntlet and attached back rig are made of mizzium and covered in rivets and vents for steam. Unarmed strikes you make with the hand in the gauntlet deal 2d6 bludgeoning damage instead of the normal damage caused by your unarmed strikes. When you successfully make an unarmed strike with the gauntlet against a creature or object you can activate the gauntlet's hyperpneumatic pistons. To do so, use your bonus action to make a 15-foot cone of concussive force extending from you in the direction of the target. Each creature and object not being worn or carried the area must make a DC 15 Constitution saving throw or take 6d6 bludgeoning damage. On a success, a target only takes half damage. Once you activate this feature you cannot do so again until the next dawn.

Law-Rune Spear

Weapon (spear), very rare (requires attunement)

This blue steel Azorius spear has a ring of glowing yellow runes circling the blade. This weapon has 4 charges. When you hit a creature with a melee attack with this spear, you may expend 1 charge to force that creature to make a DC 15 Wisdom saving throw or become grappled within the ring of runes for 1 minute, or until the spear leaves your hand. While that creature is grappled by this spear it is stunned. That creature repeats this saving throw at the end of each of its turn, ending the stun on a success. If you make another attack with this spear while a creature is grappled by it, the grapple ends on that creature. This spear gains 1d4 charges each dawn.

Leashling

Wonderous Item, uncommon

This leather bandolier winds around the torso multiple times. You can use your action to speak the leashling's command word and remove the bandolier and toss it to the ground within 10 feet of you. The leather straps multiply and twist into the shape of a quadrupedal creature that uses the statistics of a dire wolf, except it is a construct and immune to psychic and poison damage and immune to the charmed, exhausted, frightened, paralyzed, petrified, and poisoned conditions. It acts on your initiative count, following your mental commands. By using your bonus action, you can speak the command word again, the leashling returns to its original form, coiling around you again if you are within 60 feet of it and not behind total cover, otherwise it falls into its space.

If the leashling is reduced to 0 hit points, it dies and is reduced to shreds of leather. If the leashling reverts to its original form before losing all its hit points, it regains all of them.

Muse Vessel

Wonderous Item, legendary (requires attunement by a spellcaster)

This black glass bottle depicting a grinning face is used to store magic and redistribute it. It has a max of 5 charges, one charge can be spent to cast counterspell or dispel magic using your spellcasting modifier. A spell countered or dispelled by the Muse Vessel is stored within it until it is cast. You can cast a spell stored within the vessel by spending a number of charges equal to the level of the spell. The Muse Vessel regains 1d6 spent charges every dawn.

Pithing Needle

Weapon (dagger), legendary (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. Once a day after you hit a creature with a critical hit with this dagger, you may cast the spell Power Word Pain on that creature as a bonus action, save DC 15.

Razortip Whip

Weapon (whip), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon. Before you make a melee attack with this weapon, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage. You may only use this extra ability if you are proficient with whips.



Rix Maadi Trumpet

Wonderous item, rare (requires attunement)

You must be proficient with wind instruments to attune to this item. This wrought iron trumped is covered in spikes and glows with Rakdos hellfire from within. As an action you can play a discordant blast of sound with the trumpet. Each creature within a 30-foot cone must make a DC 15 Dexterity saving throw or take 2d12 fire damage and become deafened and frightened of you for 1 minute. They take half as much damage and are not deafened or frightened on a successful save. Once you use the trumpet this way you cannot do so again until the next dawn, it does still function as a trumpet until then.

Rubble Sling

Weapon (sling), rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this magic weapon. This Gruul fashioned ceratok-leather sling deals double damage to objects and structures. It also does not impose disadvantage on ranged attacks when attacking at long range. It has 6 charges and regains 1d6 charges each dawn. Once per turn when you fling a stone from this sling you may spend a charge to ignite it. If you do, that ranged attack deals an extra 1d6 fire damage.

Saddle of the Hussar

Wonderous item, rare

While in this Azorius saddle on a mount, attack rolls against the mount have disadvantage and that mount gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. At the beginning of your mount's turn, if it is currently flying, it gains 10 temporary hit points.

Screaming Shield

Armor (shield), rare (requires attunement)

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. Additionally, once a day when a creature misses you with a melee attack, you can use your reaction to cause the mouth on this shield's front to let out a dramatic scream. The attacking creature must make an Intelligence save vs your spell save DC or 13 if you do not have one. On a failed save it takes 2d8 psychic damage and is stunned until the end of its next turn. A creature only takes half damage on a successful save and isn't stunned. The scream can be heard from up to 120 feet away.

Selesnya Warhammer

Weapon (warhammer), rare

You have a +3 bonus to attack and damage rolls made with this magic weapon. Whenever you deal damage with this loxdon crafted hammer made of stone and wood, you regain 3 hit points.

Silent Dart

Weapon (dart), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon. Hidden within a sleeve and on a spring-loaded apparatus, this Dimir employed dart can be fired covertly. When a creature ends its turn within the dart's range you may fire it using your reaction. An enemy creature being within 5 feet of you does not impose disadvantage to the attack roll. You may re-attach and wind up the mechanism that fires the dart during a short rest.

Sunhome Trumpet

Wonderous item, rare (requires attunement)

You must be proficient with wind instruments to attune to this item. This brass trumpet winds about in the center to form an emblematic Boros fire fist. As an action you can play a triumphant confidant blast of sound with the trumpet. Up to one ally other than you that can hear you gains inspiration (described in chapter 4 of the *Player's Handbook*). Each creature hostile towards you within 30 feet that can hear you must make a DC 15 Constitution saving throw. They take 2d12 thunder damage and are deafened for 1 minute on a failed save. They take half as much damage and aren't deafened on a success. Once you use the trumpet this way you cannot do so again until the next dawn, it does still function as a trumpet until then.

Thurible of Obligation

Wonderous item, uncommon (Requires attunement by a Cleric)

This Orzhov made golden censer is suspended from golden chains and it can be used as a Spellcasting Focus. While in your free hand you can speak the command word to make it produce magical smoke for 1 minute. When you do, you may cast the spell sanctuary on yourself requiring no spell slot or material components. If a creature succeeds on the saving throw against the spell and hits you with an attack or targets you with a harmful spell, it takes 2d6 necrotic damage.

Tome of the Guildpact

Wonderous item, legendary

This ancient book contains a diverse breadth of knowledge chronicled by and for each guild over 10,000 years and enchanted by Azor the author of the Guildpact himself. If you spend 48 hours over a period of 6 days or fewer studying this book's contents and contemplating how the guilds can work together to make Ravnica better, choose an ability score to increase by 2. Your maximum for that score also increases by 2. The manual then loses its magic, but regains it in century during the festival of the Guildpact that year.

Voidslime Incubator

Wonderous item, rare (Requires attunement)

This strange Simic crafted egg-shaped glass container creates a short-lived ooze that hungers for magic. While on your person you can open the jar as a reaction when you see a creature within 30 feet of you begin to cast a spell. The ooze within escapes, flying to that creature and eats the magic. The spell fails and has no effect if it is 3rd level or lower. Even if the spell does not fail the creature who cast the spell takes 4d4 acid damage as the ooze dissolves. Once you open the container and the ooze dissolves the incubator grows a new one at the next dawn.

